## **EAST Search History**

## EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
.1	20	(turn turning left right twist twisting swivel swiveling rotate rotating rotation veer veering high low (direction with (change changing alter altering switching) switching switching). clm. and (attack\$3 fight \$\$ battl\$\$ kung\$ftu martial\$1arts karate). clm. with (game gaming simulat\$\$) and (attack attacking swinging punch punching kick kicking). clm. with (character enemy sprite monster player user gamer signal input entry enter entering). clm. and (forward backward move moving movement run running jump jumpig walk walking travel traveling). clm. with (character enemy sprite monster player user gamer signal input inputting entry enter entering). clm. and (processor microcomputer controller microcontroller controller controller controller controller controller controller controller controller controller instruction program programming software). clm.	USPAT	OR	ON	2009/09/03

2	18	(turn turning left right	US-PGPUB	OR	ON	2009/09/03
		twist twisting swivel		1		09:40
		swiveling rotate				
		rotating rotation veer				
		veering high low				
		(direction with (change				
		changing alter altering				
		switching switch))).				
		clm. and (attack\$3 fight		i		
		\$3 battl\$3 kung\$1fu				
		martial\$1arts karate).				
		clm. with (game				
		gaming simulat\$3) and				
		(attack attacking swing	***			
		swinging punch				
		punching kick kicking).				
		clm. with (character		i		
		enemy sprite monster				
		player user gamer				
		signal input entry enter	****			
		entering).clm. and		1		
		(forward backward	***			
		move moving				
		movement run running				
		jump jumping walk				
		walking travel				
		traveling).clm. with		1		
		(character enemy				
		sprite monster player				
		user gamer signal				
		input inputting entry	3			
		enter entering).clm.				
		and (processor				
		microprocessor				
		computer				
		microcomputer controller				
		microcontroller				
		controlling processing				
		logic circuitry	4			
		instruction program		***		
		programming software).				
		clm.				
	1	UIII.	•	-		1

L3	2222	(attack\$3 fight\$3 battl \$3 kung\$1fu martial \$1 arts karate) with (game gaming simulat \$3) and (attack attacking swing swinging punch punching kick kicking) with (character enemy sprite monster player user gamer signal input entry enter entering) and (forward backward move moving movement run running jump jumping twist twisting rotate rotating swivel swivelling walk walking travel travelling) with (character enemy sprite monster player user gamer signal input entry enter entering)	US-PGPUB; USPAT	OR	ON	2009/09/03 09:42
L4	1725	(attack\$3 fight\$3 battl \$3 kung\$1fu martial \$1 tarts karate) with (game gaming simulat \$3) and (attack attacking swing swinging punch punching kick kicking) with (character enemy sprite monster player user gamer signal input entry enter entering) and (forward backward move moving movement run running jump jumping twist twisting rotate rotating swivel swiveling walk walking travel traveling) with (character enemy sprite monster player user gamer signal input entry enter entering) and (animation animate animating simulate simulation simulating ((arcard entertainment video) adj game))	US-PGPUB; USPAT	OR	ON	2009/09/03 09:44

L5	46	(attack\$3 fight\$3 battl \$3 kung\$1 fu martial \$1 arts karate).clm. with (game gaming simulat\$3 animat\$3).clm. and (attack attacking swing swinging punch punching kick kicking).clm. with (character enemy sprite monster player user gamer signal input entry entering).clm. and (forward backward move moving movement run running jump jumping twist twisting rotate rotating swivel swiveling walk walking travel traveling).clm. with (character enemy sprite monster player user gamer signal input entry enter entering).clm. and (animation animate animating simulate simulation simulating ((arcard entertainment video) adj game)).clm.	US-PGPUB; USPAT	OR	ON	2009/09/03
S2	4	sakaguchi.in. and (interrupt interrupting interruption) and video and game	USPAT	OR	ON	2008/03/11 16:00
S3	74	("5390937").URPN.	USPAT	OR	OFF	2008/03/11 16:01
S4	1	"5704837".pn.	USPAT	OR	OFF	2008/03/11 16:54
S5	85	("5704837").URPN.	USPAT	OR	OFF	2008/03/11 16:54
S6	3	(age with rifles).oref.	USPAT	OR	OFF	2008/03/11 18:02
S7	1	"20060073898"	US-PGPUB; USPAT	OR	OFF	2008/03/12 09:32
S8	1	"6196917".pn.	USPAT	OR	ON	2008/03/12 10:14
39	1	"6317125".pn.	USPAT	OR	OFF	2008/03/13 16:10
S10	1	"20020080143"	US-PGPUB	OR	OFF	2008/03/13 16:11

S11	8289	(delay delaying suspend holding hold stop stopping bar barring block blocking impede inhibit inhibiting restrain postpone restrict restricting prevent preventing deter) same (right righting battle battling attack attacking offensive defending defending defending defending simulation simulating)	US-PGPUB; USPAT	OR	ON	2008/03/13 16:38
S12	4726	(delay delaying suspend holding hold stop stopping bar barring block blocking impede inhibit inhibiting restrain postpone restrict restricting prevent preventing deten) with (fight fighting battle battling attack attacking offense defend defending defensive defending defensive defending smitualst att kung\$11u) and (game gaming simulation simulating)	US-PGPUB; USPAT	OR	ON	2008/03/13 16:38
S13	2211	(delay delaying suspend holding hold stop stopping bar barring block blocking impede inhibit inhibiting restrain postpone restrict restricting prevent preventing deter) with (fight fighting battle battling attack attacking offensive offense defending martials fart kung\$110 and (game gaming simulate simulating)	USPAT	OR	ON	2008/03/13 16:39

S14	770	(delay delaying suspend holding hold stop stopping bar barring block blocking impede inhibit inhibit inhibit inpede inhibit inhibit inpede inhibit inh	US-PGPUB; USPAT	OR	ON	2008/03/13 16:40
S15	2097	(delay delaying suspend holding hold stop stopping bar barring block blocking impede inhibit inhibit inhibiting restrain postpone restrict restricting prevent preventing deter restrict restriction) with (motion move moving movement run running direction) and (fight lighting battack attacking offensive offense defend defending defensiive defending martials 1 art kung\$\text{fu} (game gaming simulate simulation) simulating)	US-PGPUB; USPAT	OR	ON	2008/03/13 16:46

S16	1043	(delay delaying suspend holding hold stop stopping bar barring block blocking impede inhibit inhibit inhibiting restrain postpone restrict restricting prevent preventing deter restrict restriction; with (motion move moving movement run running direction) and (fight fighting battle battling attack attacking oftensive offense defend defending derensiive defending martial\$1 art kung\$1 tu) with (game garning simulate simulation simulation)	USPAT	OR	ON	2008/03/13 16:50
S17	185	(delay delaying suspend holding hold stop stopping bar barring block blocking impede inhibit inhibiting restrain postpone restrict restricting prevent preventing deter restrict restricting restriction) with (motion move moving movement maneauver run running) and (fight fighting battle battling martial\$1 art kung\$1fu) with (game gaming simulate simulation simulating) and (attack attacking offensive offense defending defensiive defending defensiive defending defensiive date stop simulate simulations)	USPAT	OR	ON	2008/03/13 16:53

S18	330	(delay delaying suspend holding hold	US-PGPUB; USPAT	OR	ON	2008/03/13 16:54
		suspend indusing float stop stopping bar barring block blocking impede inhibit inhibit inhibit inhibit inpede inhibit inpede inhibit inpede inhibit inpede inhibit inpede inhibit inpede inhibit inhibit inpede inpede inpede inhibit inpede inpede inhibit inhibit inpede inhibit inhibit inpede inhibit	USTAI			16.34
S19	2442	(programming programmable) with (controller (input with (unit device)) joystick) and (game gaming)	USPAT	OR	ON	2008/03/14 07:42
S20	707	(programming programmable) with (controller (input with (unit device)) joystick) and (game gaming) and (dual two tertiary secondary) with function\$3	USPAT	OR	ON	2008/03/14 07:42
S21	50	(programming programmable) adj (controller (input with (unit device)) joystick) and (game gaming) and (dual two tertiary secondary) with function\$3	USPAT	OR	ON	2008/03/14 07:43
S22	37	("5317505").URPN.	USPAT	OR	OFF	2008/03/14 07:55
S23	9	("5259626"   "5317505"   "5390937"   "5649861"   "5649862"   "5759100"   "5769719"   "5807174"   "6149523").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2008/03/14 08:04

S26	1	steel with battalion. oref.	USPAT	OR	OFF	2008/03/14 08:07
S27	550	analog with controller and (game gaming) and (move moving movement) with (object character)	USPAT	OR	ON	2008/03/14 12:17
S28	72	analog with (controller controlling) same (move moving movement) with (object character) and (game gaming)	USPAT	OR	ON	2008/03/14 12:18
S29	15	"6394906"	USPAT	OR	ON	2008/03/14 12:21
S30	1771	(attack\$3 fight\$3 batt! \$\$ kung\$1fu martial \$1 arts karte) with (game gaming simulat \$3) and (attack attacking swing swinging punch punching kick kicking) with (character enemy sprite monster player user gamer signal input entry enter entering) and (move moving movement run running jump jumping walk walking travel traveling) with (character enemy sprite monster player user gamer signal input entry enter entering)	US-PGPUB; USPAT	OR	ON	2008/03/24
S31	1595	(processor microprocessor computer microcomputer controller microcontroller controlling processing logic) and \$30	US-PGPUB; USPAT	OR	ON	2008/03/24 15:24

S32	1660	(processor microprocessor computer microcomputer controller microcontroller controller microcontroller programprogramming software) and S30	US-PGPUB; USPAT	OR	ON	2008/03/24 15:25
S33	1807	(attack\$3 fight\$3 battl \$3 kung\$1fu martial \$1 atra karate) with (game gaming simulat \$3) and (attack attacking swing swinging punch punching kick kicking) with (character enemy sprite monster player user gamer signal input entry enter entering) and (forward backward move moving movement run running jump jumping walk walking travel traveling) with (character enemy sprite monster player user gamer signal input entry enter entering)	US-PGPUB; USPAT	OR	ON	2008/03/24 15:28
S34	1694	(processor microprocessor computer microcomputer controller microcontroller controlling processing logic circuitry instruction program programming software) and S33	US-PGPUB; USPAT	OR	ON	2008/03/24 15:28
S35	5120113	(turn turning left right veer veering high low (direction with (change changing alter altering switching switch)))	US-PGPUB; USPAT	OR	ON	2008/03/24 15:29

S36	1648	(turn turning left right veer veering high low (direction with (change changing alter altering switching switch))) and S34	US-PGPUB; USPAT	MOR	ON	2008/03/24 15:31
937	771	(turn turning left right veer veering high low (direction with (change changing alter altering switching switch)) and (attack\$3 fight\$3 battl \$3 kung\$1 fu marrial \$1 arts karate) with (game gaming simulat \$3) and (attack attacking swing punch punching kick kicking) with (character enemy sprite monster player user gamer signal input entry enter entering) and (forward backward move moving movement run running jump jumping walk walking travel traveling) with (character enemy sprite monster player user gamer signal input inputting entry user gamer signal input inputting entry user gamer signal input inputting entry enter entering) and (processor incroprocessor incroprocessor incroprocessor incroprocessor incroprocessing logic circuitry instruction program programming software)	USPAT	OR	ON .	2008/03/24

S38	28	(turn turning left right veer veering high low (direction with (change changing alter altering switching swing 153 batts38 kung\$1fu martial\$1 arts karate). clm. with (game gaming simulat\$3) and (attack attacking swing swinging punch punching kick kicking). clm. with (character enemy sprite monster player user gamer signal input entry enter entering).clm. and (forward backward movement run running jump jumping walk walking travel traveling).clm. with (character enemy sprite monster player user gamer signal input inputting entry enter entering).clm. and (processor microprocessor computer microcomputer controller microcontroller microcontroller microcontroller microcontroller microcontroller more signal logic circuitry instruction program programming software).	US-PCPUB; USPAT	OR	ON	2008/03/24
S39	5	"2163929".pn.	EPO; DERWENT	OR	ON	2008/07/22 08:24
S40	14	"2163929".fref.	USPAT	OR	ON	2008/07/22 08:24
S41	10	("4341383"   "4372556"   "4422639"   "4504055"   "4521014"   "5026058"   "5111409"   "5287446"   "5390937"   "5435554").FN.	US-PGPUB; USPAT; USOCR	OR	OFF	2008/07/22 08:31
S42	42	("5601487").URPN.	USPAT	OR	OFF	2008/07/22 08:32

S43	27	("5580308"). URPN.	USPAT	OR	OFF	2008/07/22 08:35
S44	4	("4104625"   "4315628"   "4884972"   "5111409"). PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2008/07/22 08:38
S45	9	"6669564"	USPAT	OR	ON	2008/07/25 07:43
S46	14	["4713808"] "4897835"] "5051822" "5267734"] "55659793"] "5678571" "55659793"] "5678571" "5733131"] "5942969" "5734134"] "6942969" "6102406"] "6381594" "6577328"] "6669564"), PM.	US-PGPUB; USPAT; USOCR	OR	OFF	2008/07/25 07:44
S47	150	("5051822").URPN.	USPAT	OR	OFF	2008/07/25 07:45
S48	1	"20060073898" and (limit\$3 restrict\$3)	US-PGPUB	OR	OFF	2008/07/25 10:34
S49	1	"20060073898" and (intermittent\$2 continuous\$2)	US-PGPUB	OR	OFF	2008/07/25 11:20
S50	303	sager.xp. and (joystick controller) same (game gaming)	USPAT	OR	ON	2009/02/11 09:48
S51	4	("20040259615"   "4850591"   "6379249"   "6623358").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2009/02/11 09:54
S52	61	(attack\$3 fight\$5 battl \$3 kung\$1fu martial \$1 arts karate) with (game gaming simulat \$3) and (attack attacking swing swinging punch punching kick kicking) with (character enemy sprite monster player user gamer signal input entry enter entering) and (move moving movement run running jump jumping walk walking travel traveling) with (character enemy sprite monster player user gamer signal input entry enter entering) and lean\$3	US-PCPUB; USPAT	OR	ON	2009/02/11

S55	18	veer veering high low (direction with (change changing alter altering switching switchin)). clim. and (altack\$3 fight \$3 battl\$3 kung\$1fu martial\$1 tarts karate). clm. with (game gaming simulat\$3) and (attack attacking swings punch punching kick kicking). clm. with (character enemy sprite monster player user gamer signal input entry enterentering).clm. and (forward backward move moving movement run running jump jumping walk walking travel (raveling).clm. with (character enemy sprite monster player user gamer signal input inputting entry enter entering).clm. and (processor microprocessor computer microcomputer controller microcontroller microcontroller microcontroller microcontroller microcontroller microcontroller program programming software). clm.	USPAT US-PCPUB	OR	ON ON	2009/05/21
356	16	(turn turning left right veer veering high low (direction with (change changing alter altering switchin)). clm. and (attack\$3 fight \$3 battl\$3 kung\$1fu martial\$1arts karate). clm. with (game gaming simulat\$3) and (attack attacking swing punch punching kick kicking). clm. with (character enemy sprite monster player user gamer	IN- HOPUB	UH	ON .	2009/05/21 17:17

		signal input entry enter entering).clm. and (forward backward move moving movement run running jump jumping walk walking travel injumping walk walking travel injumping.clm. with (character enemy sprite monster player user gamer signal input inputting entry enter entering).clm. and (processor microprocessor computer microcomputer microcomputer controller controlling processing logic circuitry instruction program programming software). clm.				
S57	0	swat with game.oref. and (game gaming)	USPAT	OR	ON	2009/05/21 17:19
S58	6	(bond '007') with game. oref. and (game gaming)	USPAT	OR	ON	2009/05/21 17:20
S59	24	(attack\$3 fight\$3 batt! \$3 kung\$1fu martia! \$1arts karate) with (game gaming simulat \$3) and (attack attacking swing swinging punch punching kick kicking) with (character enemy sprite monster player user gamer signal input entry enter entering) and (move moving movement run running jump jumping walk walking travel traveling) with (character enemy sprite monster player user gamer signal input entry enter entering) and lean\$3	USPAT	OR	ON	2009/05/21
S60	41	turn adj based same (game gaming) and (video display\$3 crt lcd)	USPAT	OR	ON	2009/05/26 08:57

S61	16	(attack\$3 fight\$3 battl	US-PGPUB;	OR	ON	2009/05/26	
		\$3 kung\$1fu martial	USPAT			11:23	
		\$1arts karate) with					
		(game gaming simulat					
		\$3) and montage					

## EAST Search History (Interference)

Ref#	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
.6	34	(attack\$3 fight\$5 battl\$3 kung\$f1 martial\$farts karate). Am with (game gaming simulat\$\$ animat \$5). Alm. and (attack attacking swing swinging punch punching kick kicking). Alm. with (character enemy sprite monster player user gamer signal input entry enter entering). clm. and (froward backward move moving movement run running jump jumping twist twistng rotate rotating swivel swiveling walk walking travel traveling). clm. with (character enemy sprite monster player user gamer signal input entry enter entering). clm. and (animation animate animating simulate simulation simulating ((arcad entertainment) video) adj game)). dm.	USPAT; UPAD	OR	ON	2009/09/03 09:47
L7	273	(attack\$3 fight\$3 battl\$3 kung\$1/u martia\$1 arts karate).clm. with (game gaming simulat\$3).clm. and (attack attacking swing swinging punch punching kick kicking)". clm" with (character enemy sprite monster player user gamer signal input entry enter entering).clm. and ((forward backward move moving movement run running jump jumping twist twistng rotate	USPAT; UPAD	OR	ON	2009/09/03 09:50

***************************************	***************************************	rotating swivel swiveling walk walking travel traveling).clm. with (character enemy sprite monster player user gamer signal input entry enter entering).clm. and (animation animate animating simulate simulation simulating ((arcarde entertainment video) adj game))				
S62	21	(turn turning left right veer veering high low (direction with (change changing alter altering switching).dm. and (attack\$3 fight\$3 battl\$3 kung\$ft un artial \$1arts karate).clm. with (game gaming simulat\$3) and (attack\$4 attacking) swing swinging punch punching kick kicking).clm. with (character enemy sprite monster player user gamer signal input entry enter entering).clm. and (forward backward move moving movement run running jump jumping walk walking travel traveling).clm. with (character enemy sprite monster player user gamer signal input inputting entry enter entering).clm. and (processor microprocessor computer microcomputer controller microcomputer controller microcomputer ontroller groot program program program program program program program programming software).clm.	USPAT; UPAD	OR	ON	2009/09/03 09:33

9/3/09 12:25:06 PM